M20 – RESIDENT EVIL by Eric Bullis

STATS

There are 3 character Statistics: Strength (STR), Dexterity (DEX) and Mind (MIND). Heroic characters get a total of 6 STAT bonuses to their Stats (normal people get 4 stat bonuses). +4 is the human maximum for any STAT. A well-rounded character would be STR 2, DEX 2, MIND 2.

SKILLS

Normal people start at 0 level and begin with 4 skill points to distribute. Player Characters start at 1st level and have 8 skill points to distribute (with a minimum of 1 in each skill). Each time a character gains a level, he or she adds 4 points to skills (with a maximum of 4 + Level in any single skill).

The 4 Skills = Physical (PHYS), Subterfuge (SUBT), Knowledge (KNOW) and Communication (COMM).
Roll d20 + SKILL + STAT or higher than the given Difficulty Class (DC) to succeed.
DC 10 = easy, DC 15 = somewhat difficult, DC 20 = difficult, DC 25 = exceedingly difficult, etc.

Climbing or Swimming	=	STR	+	PHYS
Dodging or Tumbling	=	DEX	+	PHYS
Hiding or Sneaking	=	DEX	+	SUBT
Detecting Lies or Traps	=	MIND	+	SUBT
Computer Use	=	MIND	+	COMM
Diplomacy or Bluffing	=	MIND	+	COMM

SAVING THROWS & HIT POINTS

Use STR + PHYS for FORTITUDE saves, DEX + PHYS for REFLEX saves, and MIND + Level for WILL saves.
Hit Points = (STR bonus x 2) + 10 + 1d6/Level. If HP reach 0, the character is unconscious and near death. Characters heal 2+STR in HP per day.

COMBAT

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn (run, attack, load a gun, use diplomacy, etc.) The only "free actions" are drawing a handy weapon or speaking.

Melee attack bonus	=	STR + Level
Missile attack bonus	=	DEX + Level

Add attack bonus to d20 roll. If roll is higher than opponent's Armor Class (AC), it's a hit. A natural 20 is automatically a critical doing maximum damage. If the total bonus is +6 or more a second attack can be made with a -5 penalty. Add STR bonus to melee damage. Using a Called Shot (to the head) is frequently required. Called shots suffer a -4 attack penalty.

WEAPONS

Unarmed = 1d2, Dagger = 1d4, Light Weapons = 1d6, Medium Weapons = 1d8, and Heavy Weapons = 1d10. **Firearms:** Small Caliber Pistols = 1d10, Large Caliber Pistols = 2d8, Shotguns = 3d6/2d6/1d6 (depending upon range), Rifles = 2d10, Submachine Guns = 2d8 (burst and/or auto-fire). **Burst Fire:** a burst directed at a single opponent takes a -4 penalty to hit, but success results in a doubling of damage. **Auto-fire:** an automatic weapon can spray a 10'x10'area with bullets. The attack must hit AC 15. If successful, anyone in the area must make a DEX check (DC 15) or be hit.

EXPLOSIVES

Fragmentation Grenades = 3d6 (20' radius), Dynamite = 4d6, +1d6 for each additional stick, (10'radius + 1' per additional stick), Plastic Explosive (C4) = 6d6 (15' radius), Pipe Bomb = 3d6 (15' radius).

ARMOR

Light = +2 AC, Medium = +4 AC, Heavy = +6 AC, Shield = +2 AC.
Armor Class (AC) = 10 + DEX Bonus + Armor Bonus.

HAZARDS

Falling: 1d6 damage per 10', half damage on REFLEX save. DC = depth fallen in feet.
Poison: FORTITUDE save to avoid or for half, depending on poison.
Extreme Heat & Cold: Take 1d6 damage on each failed (FORT DC 15) save, per 10 minutes.

LEVEL ADVANCEMENT

Add up the Encounter Levels (Hit Dice of Enemy or Difficulty of Encounter). When the total = 10 x character's current level, they've advanced to the next level. Reset the total to 0 after advancing. Upon gaining a level, the characters add +1d6 to Hit Points, +1 to attacks, and +1 to all Skills.

ENEMIES

Many enemies are infected with the T-Virus and have attacks that can spread the infection. Please note that mutated enemies do not follow the same guidelines utilized in character generation.

CEREBERUS (Zombie Dog) 3rd Level (20 HP), AC 15, Infectious Bite +4 (1d6)
STR 1, DEX 2, MIND 0, PHYS 4, SUBT 4.

EXECUTIVE (Umbrella Corporation) 1st Level (14 HP), AC 12, Handgun +2 (1d10)
STR 1, DEX 1, MIND 2, PHYS 1, SUBT 2, KNOW 3, COMM 2.

LICKER (Bio-Weapon) 5th Level (74 HP), AC 18, Claws +5/+5 (1d4+8) or Tongue +10 (2d8+5)
STR 5, DEX 5, MIND 1, PHYS 8, SUBT 6, Spider Climb, Infectious.

NEMESIS (Bio-Weapon) 15th Level (253 HP), AC 26, Grenade Launcher +16 (3d6) or Slam +24 (2d10+9), STR 9, DEX 1, MIND 1, PHYS 10.

SCIENTIST (Umbrella Employee) 0 Level (12 HP), AC 11, Handgun +1 (1d10)
STR 1, DEX 1, MIND 2, PHYS 0, SUBT 0, KNOW 3, COMM 1.

SOLDIER (Umbrella Security) 1st Level (18 HP), AC 15, Submachine Gun +3 (2d12)
STR 2, DEX 2, MIND 1, PHYS 4, SUBT 2, KNOW 1, COMM 1.

THUG (Criminal) 1st Level (18 HP), AC 12, Handgun +2 (1d10)
STR 2, DEX 1, MIND 1, PHYS 3, SUBT 3, KNOW 1, COMM 1.

ZOMBIE (Animated Corpse) 2nd Level (20 HP), AC 11, Infectious Bite +2 (1d4+3)
STR 2, DEX 0, MIND 0, PHYS 2, SUBT 2

ZOMBIE (Advanced) 4th Level (32 hp), AC 14, Infectious Bite +7 (1d4+6)
STR 3, DEX 1, MIND 0, PHYS 4, SUBT 4

MUTATIONS

Exposure to the T-Virus causes death within 6 hours and zombie reanimation in 95% of the humans exposed to it. The remaining 5% undergo mutation (if they are injected with the anti-virus during the incubation period, however, the chance of survival and mutation increases to 60%). These unique individuals acquire additional mutations each time they are exposed to a new T-Virus strain (so far, the Umbrella Corporation has invented 8 strains).

1-2	Amazing Fortitude, +6 on Fort saves
3-4	Immunity to Fire
5-6	Amazing Will, +6 on Will saves
7-8	Spider Climb
9-10	Gain 4 Levels
11-12	+2 DEX, +1 Level
13-14	Immunity to Poison
15-16	Immunity to Psychic Attacks
17-18	Immunity to Electricity
19-20	Aquatic Gills and Webbed Feet
21-24	Tentacles and +1 STR
25-27	Claws, 1d6 damage
28-29	Furry, +2 natural armor
30-31	+2 STR, +1 level
32-33	Quills, 1d6 damage
34-35	Tough, +2 hp per level
36-37	Acidic Bite 1d6 bite + 1d6 acid
38-39	Carapace ; +6 natural armor, -1 DEX
40-41	Pinchers ; 1d6 damage
42-43	Regeneration, heal 1 hit point per minute
44-45	+2 KNOW, +1 Level
46-47	Psionic: Telepathy, +1 MIND
48-49	Psionic: Force Field, Absorbs 10 points of damage/level, per day
50-51	Psychic Healing, heal 1d6 damage/level per day
52-53	Rage +4 STR, 1 minute/level each day
54-55	+2 SUBT, +1 Level
56-57	Poison Bite, 1d6 damage + poison (FORT DC 18 or 1d8)
58-59	Psionic: STR 4 Telekinesis for 1 minute/level per day
60-61	+2 MIND, +1 Level
62-63	Wings, Fly for 10mins/level per day
64-65	Brain Bite, Psychic attack vs Will, 2d4 damage
66-67	Displacement, 50% chance of being missed in combat
68-69	Exoskeleton, +5 natural armor
70-71	Growth in Size, +3 STR, -1DEX, +2 Levels
72-73	Tongue, 2d8 damage
74-75	Immunity to Acid
76-77	Can See in the Dark
78-79	Immunity to Radiation
80-81	Prehensile Tail, +2 DEX
82-83	Immunity to Cold
84-85	Psionic: Precognition
86-87	+ 2 PHYS, +1 Level
88-89	Scales ; +3 natural armor
90-91	Horns, 2d4 damage
92-100	Roll 2 times on this table, apply both results